

ESA AND AIAS UNVEIL THE 2019 INTO THE PIXEL VIDEO GAME ART COLLECTION

11 Video Game Art Pieces Honored, Available for Auction at E3 2019, June 11-13

June 4, 2019 – WASHINGTON, DC and LOS ANGELES - The Entertainment Software Association (ESA), the trade association that represents the US video game industry and owns and produces E3, and the Academy of Interactive Arts & Sciences (AIAS) today announced the official selections for the 2019 Into the Pixel (ITP, #IntoThePixel) collection. Co-produced by the ESA and AIAS, the 2019 ITP collection of 11 pieces will be displayed during E3 2019, the world's premier trade show for computer, video, and mobile games, from June 11-13, 2019, at the Los Angeles Convention Center.

Established in 2004 and reviewed by a jury panel from the video game and fine art worlds, the annual ITP art exhibit honors the best artistic works of the year from video game artists. This year's Into the Pixel collection includes 11 pieces – from AAA blockbusters, VR, mobile, and indie games. Winners are listed below and can be found, along with images, at www.intothepixel.com.

All 11 print art pieces will be auctioned off on eBay, with a five-day auction beginning Tuesday, June 11, at Noon PDT, and concluding Saturday, June 15, at Noon PDT. All ITP bids can be made at the AIAS eBay page [here](#). (***NOTE:** ITP images will not appear on eBay until the live auction begins on June 11 at Noon PDT.)

Commenting on the 2019 collection, Jurist Glenn R. Phillips, Curator and Head of Modern & Contemporary Collections of the Getty Research Institutes aid, "This year's Into the Pixel collection presents a focused group that surveys some of the most impressive directions in video game art. From quiet portraiture to intense action, vast landscapes to crowded streets, these artists create rich visual worlds that inspire the imagination and continue to show great innovation across all segments of the industry."

"Congratulations to all the winning artists, developers and publishers for the 2019 Into the Pixel collection," said Meggan Scavio, President, Academy of Interactive Arts & Sciences. "Recognition of game makers has always been central to the mission of the Academy of Interactive Arts & Sciences and Into the Pixel allows us to shine a spotlight on the incredible, diverse talents of the hard-working visual artists in the games industry."

"ITP showcases some of the best visionaries of our industry. These are remarkable examples of creativity and artistry," said Stanley Pierre-Louis, CEO of the ESA. "Each piece embodies the spirit of innovation, interaction, and storytelling – the hallmarks of our industry."

The 2019 Into the Pixel winners include:

Game	Artwork Title	Artist(s)	Developer	Publisher
Control	Mold-1	Oliver Ödmark	Remedy Games	505 Games
Control	The Hub	Remedy Art Department	Remedy Games	505 Games
RAD	Mender Tower	Lee Petty	Double Fine Productions	BANDAI NAMCO Entertainment
Samurai Gunn 2	People of Guncity	Valentin Seiche	Teknopants	Double Fine Productions

Stormland	Stormland Reveal Robot	Dave Guertin	Insomniac Games	Oculus Studios
God of War	World Serpent	José Cabrera	Santa Monica Studio	Sony Interactive Entertainment
Ghost of Tsushima	Farmstead Mongols	John Powell	Sucker Punch Productions	Sony Interactive Entertainment
Valor's Reach	Rampaging Ogre	Ahmed Aldoori, Wizards of the Coast	Seismic Games	Wizards of the Coast
Hearts of Valor	Jaelan: Warrior in Wait	Mingchen Shen	West Studio	
Apoc	Lazy Days	Krist Miha	West Studio	
Astroneer	Terran Overlook	John Liberto	System Era Softworks	

The 2019 ITP jurists are:

- Nora Dolan, Independent Curator
- Matt Hall, Zynga/Rising Tide Games, Principal Artist
- Patricia Lanza, Independent Curator and Consultant
- Jane Ng, Valve, 3D Artist
- Glenn Phillips, Getty Research Institute, Curator, Modern & Contemporary Collections
- Bob Rafei, Big Red Button Entertainment, Founder, CEO and Visual Director
- Seth Spaulding, Blizzard Entertainment, Senior Art Manager

###

Media Contacts:

Debby Chen
Academy of Interactive Arts & Sciences
310-484-2556
debby@interactive.org

Dan Hewitt
Entertainment Software Association
202-223-2400
dhewitt@theESA.com